Moog Voyager PlugSE Editor

minimoog VOYAGER™

PlugSE for the Moog Voyager

VST (PC/Mac)

AudioUnits (Mac)

moog®

SOUNDTOWER

SoundEditor, PlugSE, and iPad Products

Reach Inside...

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Welcome!

Thanks for purchasing the Moog Voyager PlugSE Editor plug-in, developed by SoundTower Inc.

This proprietary plug-in is installed in your audio software as a Virtual Instrument (VST Instrument or AudioUnits) and will control all of the functions found on the Voyager.

Stunning graphics, intuitive functions and easy-to-use menus make tweaking the Voyager hardware with the Voyager PlugSE Editor fun and easy.

Most importantly is the ability to automate every function of the Voyager for synchronized playback with your session. Adjusting the timing and the values of all automation data allows you to perfect the performance prior to committing the audio to disk.

The Moog Voyager PlugSE Editor features:

- Editing of all Voyager program parameters.
- Automation of all Voyager panel parameters.
- Direct MIDI connection.
- Fully resizable editing panels.
- Load/Save of Program Banks.
- Transmitting and receiving of Program Bank data.
- Full Moog Voyager System Exclusive implementation.
- Flexible routings of parameter changes (Automation parameters and MIDI tracks.)
- Recording of real-time parameter changes using automation or MIDI continuous controllers.

The Editor works with any Digital Audio Workstation (DAW) or audio software that supports VST or Audio Units (AU) plug-ins, including Cubase, Nuendo, Ableton, Digital Performer, Logic and many others.

Real Time AudioSuite (RTAS) users:

The Moog Voyager PlugSE Editor has not been tested with VST-to-RTAS wrappers and may not work in this configuration. An RTAS version of the Moog Voyager PlugSE Editor is currently in development..

Installation

VST/Audio Units

Download the version of the Moog Voyager PlugSE Editor for your computer platform (PC or MAC) and audio workstation (VST or AU). Downloads are available from:

www.moogmusic.com/products/apps/voyager-plug-se

Once you've download and decompressed the .zip file, you will either have a .dll file for PC VST, a .vst file for Mac VST or .component file for Mac AudioUnits.

Various DAWs have different requirements for the installation of plug-ins. Some have a plug-in folder in the same root folder as the application, while others have plug-in folder(s) in a generic location, allowing multiple applications to share the same plug-ins. Refer to your DAW User Manual for the appropriate installation of the PlugSE Editor.

Mac OSX Users

All Intel OS X Macs have a plug-ins folder in two locations. At the root/library/audio/plug-ins and also at user/library/audio/plug-in. Just drop the version of the plug-in that you are installing into one of these locations, restart your DAW and you should be ready to go!

For Mac users that wish to install the VST or AU version of the PlugSE file on a Mac running Lion (OSX 10.7), you will discover that the user Library folder is hidden. To access this folder, hold the Option key while selecting the Go menu from the Finder.

Authorization

With the plug-in properly installed, open your DAW and prepare a track in the same way you would to use any other virtual instrument. Select “Voyager PlugSE”.

Upon opening the PlugSE Editor for the first time you will be presented with a screen that gives you the opportunity to authorize your plug-in. If you’ve already registered the plug-in, enter your name and registration code exactly as indicated. If you haven’t yet registered, or simply wish to check out the PlugSE Editor, select “DEMO” and you will run in demo mode with a restricted features set.

The demo limitations are:

- No file saving
- No writing to the Voyager
- No transmitting presets to the Voyage.
- Parameter changes are enabled only for first top five controls: LFO rate – Osc frequency.

Once you have authorized or selected demo mode, the main PlugSE screen will appear.

Older versions of Cubase

Some older versions of Cubase will not allow you to type your name and number in the registration window. This is a limitation of Cubase. A work-around here is to use a word processor or text editor to assist in the operation as follows:

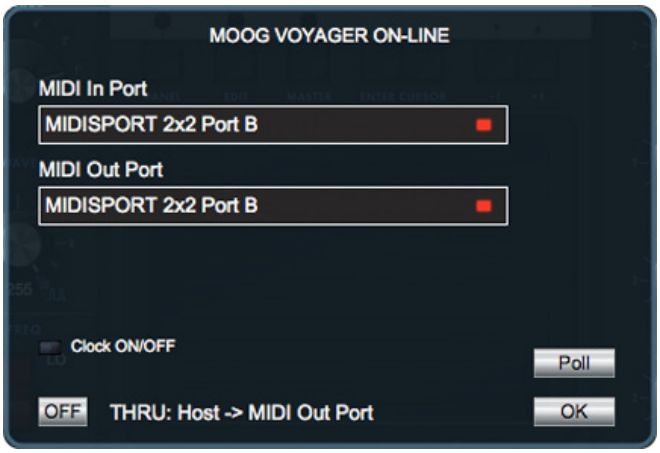
Open the word processor and type in your name. Highlight the name and copy it, and then return to the Editor registration window and paste the information into the ‘Name’ field. Repeat this process for the registration code.

Configure MIDI

It isn't practical to provide specific instructions covering all the possible MIDI interfaces or configurations that are available. Instead, we will provide an example of a typical MIDI configuration using a MIDISport 2x2 MIDI interface.

MIDI Configuration

Make sure the Voyager's MIDI In and MIDI Out is connected to the MIDISport interface. Returning to the PlugSE Editor, click the **MIDI** button at the top of the Editor window.



In the **MIDI In Port** and **MIDI Out Port** select the MIDI interface and the port that the Voyager is connected to. Once the appropriate input and output ports are selected, click the **Poll** button. An **ON-LINE** message will appear at the top of this window confirming proper connection. Finally, click the **THRU** button to **ON**, and then click the **OK** button to exit.

Confirm Connections and Test

Editor/Hardware Interaction

Confirm that changes made using the PlugSE Editor affect the Voyager by adjusting a few controls in the Editor window; these changes should be reflected on the Voyager hardware.

Record/Playback MIDI Data

Create a new MIDI track in your DAW. Select the MIDI interface port that the Voyager is connected to as your MIDI destination. Record and playback a few test notes.

Record/Playback Automation Data

Test the writing and reading automation data as you would any other VI in your software. Enable the track to **Write**, start playback and tweak some controls on the PlugSE Editor or twist some data controls on the Voyager. Rewind, put the automation track into **Read** and start playback and confirm that automation data is communicating with the Voyager

Voyager PlugSE Operation

The Voyager PlugSE allows to you 'reach inside' the Moog Voyager with total control of all the functions built into the instrument – not only the front panel controls, but also the 'hidden' functions found in the Voyager menus. The following is a description of the Voyager PlugSE's panels and functions.

Parameter Panel

The Voyager PlugSE Editor displays a faithful reproduction of the Voyager's front panel. Every knob, switch, and rotary control is exactly as you would find it on the Voyager, and all of the Editor controls are interactive and functional. Changes made anywhere on the Parameter Panel will cause corresponding changes to be made on the connected Voyager hardware. These changes are also sent to the DAW (host) automation while recording.

At the top of the Parameter Panel window are a series of buttons that select functions or display drop down menus. From left to right: **BANKS, FILE, EDIT, MIDI, HOST, Send, Receive, ADVANCED, WRITE, ABOUT** and **CHAN**.

Parameter Panel Buttons and Functions

BANK

Click on the **BANK** button and the Parameter Panel splits into two sections: a reduced panel view on the right-hand side, and a new view containing a scrollable list of program banks on the left-hand side. There are seven banks with 128 programs in each bank (arranged just like the seven banks in the Voyager), and each bank entry contains both a program name and its corresponding sound category.

Click the **A, B, C, D, E, F** or **G** buttons to select the desired bank, and then use the scroll bar on the right to scroll through the list (you can also scroll through the list using the wheel on your mouse, if so equipped). Simply select a bank you wish to explore and click on a Program name you wish to recall. The selected program will appear in the Parameter Panel window.

Right clicking on any Program name within any bank will open a window that will allow you to **COPY** that program to the clipboard, **SAVE** the program to disk, **LOAD** a program from a disk into this location, or **INITIALIZE** the current program.

The yellow **CATEGORY** button will present you with a list of 32 categories from which to select a specific type of sound program. This method makes it easy to quickly identify a desired program. Simply select a category from the list and a specific group of the available sounds from all banks will appear.

If you wish to change the category of any sound, right click on the Category name (beside the Program name) and select a new category from the displayed list.

Now let's take a look at the buttons that appear at the top of the **BANK** window.

Use Loaded Data

When **Use Loaded Data** is enabled, any program that is selected in the **BANKS** window will also be sent to the Voyager's **EDIT** buffer, where it can be auditioned. Note that *this does not overwrite* the program that is stored at the Voyager's currently selected location. If you wish to write the program to the Voyager, use the **WRITE** button (described below).

FILE

FILE opens a dialog window that allows you to **LOAD** a previously saved Program Bank into the currently selected Program Bank, or **SAVE** the current Program Bank to a hard drive.

MIDI

MIDI gives you a number of options for sending and receiving full banks of sounds to and from the Voyager. You have the option to Receive Program Bank **A, B, C, D, E ,F** or **G**, **Receive All Banks**, **Transmit Program Bank A, B, C, D, E ,F** or **G** or **Transmit All Banks**. Clicking any of these options will begin the operation and present you with a progress bar indicating the current status of the transfer.

PRESETS

PRESETS opens a menu that allows you to reset any of the banks back to the factory programs. Note that this only loads the data into the Editor, not to the Voyager. If you wish to send the banks to the Voyager, use the commands in the **MIDI** menu. To recall a bank of factory sounds, click **PRESETS** and select bank **A, B, C, D, E, F** or **G** in the Factory Presets window. You can also **INITIALIZE** a program bank from this menu.

To close the Bank window, click on the **BANK** button.

FILE

The **FILE** button appears next to the **BANK** button at the top of the Editor window. **FILE** produces a menu that allows you to **Load a Single Program**, or **Save Preset** to save the current Program.

EDIT

EDIT provide a menu allows you to copy and paste the current program to a different location.

MIDI

Although the main function of the **MIDI** button was covered above in the Configuration section, there are two additional buttons that appear in the MIDI window:

When enabled, the **Clock ON/OFF** button synchronizes the EDITOR with the host MIDI clock.

When enabled, the **THRU** button allows the host (DAW) to transmit thru the Voyager PlugSE during playback.

HOST

HOST allows you to send programs to the VST patch list. Select a Program you wish to save. Click **HOST**. You will be presented with a dialog indicating the current host VST program selected. While this dialog is open, click on the VST patch list and select the slot you wish to save the Voyager program to. Click **OK**. Go back to the VST patch list and click on the same slot and the patch will appea**r.**

Send

The **Send** button presents three options:

- **Current Preset** – Sends the program that is currently loaded on the Editor panel.
- **FX Bank Preset** – Sends the unmodified current VST program to the Voyager, allowing you to reset the program if you return to the beginning of the son and need to undo any changes that automation may have made to the sound.
- **Send Automation preset** – Sends a stream of all of the possible automation parameters to the DAW (host).

Receive

The **Receive** button gets the currently selected Program from the Voyager.

WRITE

The **WRITE** button opens a dialog box that allows you to send the current Program to the Voyager *and to be written into the Voyager's memory*. You can change the Program name prior to saving it by right clicking in the **Name** field and entering a new Program name. You can also save the Program to a differnet location using the Bank and Program location buttons.

ADVANCED

The **ADVANCED** button accesses a new panel that allows you to control all the additional settings not available on the front panel of the Voyager, including modulation PGMs, Pot Mapping, Keyboard Triggering and Touch Surface options. Additionally, this panel allows you to adjust the Filter and Volume envelope parameters simply by clicking and dragging on the ADSR segments of these screens.

To close this screen and return to the Parameter Panel, click on **ADVANCED** button or use the **OK** button.

Please refer to the Voyager manual for complete details of all 'under the hood' parameter functions.

ABOUT

The **ABOUT** button produces a splash screen showing the version number and registration information (if the product has been registered). To exit, click anywhere on the splash screen.

CHANNEL

The **CHAN** (**Channel**) button produces a drop down menu to select the MIDI channel for the automation information.

Additional features of the Parameter Panel

Keyboard

The keyboard window duplicates the Voyager's 44-note (F to C) keyboard with **Pitchbend** and **Modulation** controls and **Glide** and **Release** switches. A drop down menu on the far right selects the velocity of the notes played from this keyboard.

LCD Screen

The **LCD** screen on the Interface Panel has two *hot spots* to assist in selecting a desired program. Clicking anywhere in the Program number field (**A:001** at the top) produces a listing of all of the programs in the current bank from which to make a selection. You can also change the bank and select from any program within that new bank.

Clicking anywhere in the Category field (**Sync** at the bottom) produces a list of the available categories from which a new category can be assigned.

Finale

We hope you will enjoy using this software. The Moog Voyager PlugSE Editor brings dynamic and exciting automation possibilities to your Moog Voyager synth, and we expect you will spend many happy hours exploring all this program has to offer.

If you require more in-depth editing and/or unique program generation through the use of SoundTower's proprietary Program Morphing and Program Genetics, please download the full Pro Editor to demo and discover the additional available features. Programs developed in the full Pro Editors are fully compatible with the PlugSE Editor.

For more information, please visit:

www.moogmusic.com/products/apps/voyager-plug-se